



ADVENTURE GUIDE

Please make a back-up of the disk before using it. Always use the back-up, and preserve the original. Having made the back-up, do not forget to write-protect it! Please ensure that the disk remains in the drive at all times (unless temporarily removed for saving and loading games onto another disk).

LOADING

Amiga

To load the adventure, insert the game disk in the internal drive at the 'Workbench' prompt. When the 'Workbench' screen has loaded, double click on the 'MYTH' disk icon, then double click on the game icon itself.

Amstrad PCW

To load the adventure, first boot CP/M (by inserting side B of the Amstrad supplied disk and switching the machine on) then insert side A of your game disk, type 'GAME' and press the <RETURN> key.

Atari ST

To load the adventure, install your game disk in drive A and double click on the 'MYTH.TOS' icon.

Commodore 64/128k

Insert your disk into the drive and type: **LOAD "GAME".J,I** then press <RETURN> to load the adventure.

IBM PC

Text-only Instructions

Loading

Boot your computer with DOS, then insert your disk into A: and type (at the A> prompt):
A>MYTH /I or,
A>MYTH /4 to run the forty-column version

Installation

Should you wish to run the game from a hard disk you can do this by typing:
A>COPY *.* C:
This will then copy the program onto the hard disk C:.

Graphics Instructions

Boot your computer with DOS, then insert the disk into A: and type:
A>MYTH /G if you have a mouse installed on your machine, or
A>MYTH /G /N if there is no mouse.

Installation

This is the same as installation on the text-only version.

Macintosh

Boot your system with a Macintosh System Disk and then insert your 'MYTH' disk. Double click the 'MYTH' disk icon. When the window appears double click on the 'MYTH' icon.

Spectrum +3

To load the game, reset your Spectrum, insert the disk and press <ENTER>.

PROTECTION

Your copy of MYTH is internally protected with your own name and membership number, and a personal password code which will only work on your copy. Input these at the prompt before you enter the game. MYTH is the copyright of Magnetic Scrolls and it is a chargeable offence to make copies of the game for any use other than back-up purposes.

Any copies made will be traceable via the name and membership number encoded into each duplicate.

SCREEN LAYOUT

Once the game is loaded, you will notice that the screen is split into sections. The top line contains three pieces of information: the top left is the name of your current location, the first figure on the right is your score, and the second figure on the right is the number of moves you have made.

The second section is the graphics window where the pictures are displayed (except on non-EGA versions of the IBM PC or the Spectrum +3). Also, on the 16-bit computers, below the picture you will find four scrolls, which can be pulled down to view their respective menus.

The third section is the text window, where your commands and the game's responses are displayed.

Amiga/Atari ST/Macintosh

The graphics window can be set as high or as low as you wish by moving the mouse to the Scroll Bar, holding down the right-hand button, and moving the window up or down.

Amstrad PCW

The graphics window can be set as high or as low as you wish by using the 'up' arrow (to reduce the size of the window) and the 'down' arrow (to increase it).

Commodore 64/128k

Cameos

A cameo is a small picture intended to give a visual reminder of the larger picture. When a large picture is displayed, there is some loss of speed in the game. We advise people to play the game using cameos, only viewing the larger pictures occasionally.

The graphics commands unique to this version are:

GRAPHICS BRIEF In this mode a cameo is shown the first time you enter a new location, or after every subsequent LOOK command.

GRAPHICS NORMAL This displays a large picture on the first visit to a location, or after a LOOK command.

GRAPHICS VERBOSE The first time you enter a location you are given a large picture. Further visits give you a cameo.

Local Graphics Commands

The following keys manipulate the current picture:

F1	Picture On/Off
F2 (shift-F1)	toggles between 'More' for the complete text display and 'More' for the visual display.
F3	Picture/Cameo
F5	Scroll picture up
F7	Scroll picture down

IBM PC

On EGA versions of the game, there is a graphics window which appears between the status line and the story text. The size of this area may be adjusted, to reveal more or less of the picture as desired. There are two ways of doing this: by using the mouse (both up and down) or by typing either MORE TEXT (to reduce the picture area) or MORE

PICTURE (to increase it). With a mouse, simply move the pointer to one of the scroll bars (just below the picture area) and hold down the right button. Now as you move the mouse up and down, the bottom of the picture will follow it.

To use the scrolls with the mouse:

Move the mouse over the scroll you wish to pull down. Click once on the left button. Select the command you require using the mouse. Click on the left button.

To use the scrolls with the function keys:

F5	Mouse left
F6	Mouse right
F7	Mouse up (moves picture, if on scroll bar)
F8	Mouse down (moves picture, if on scroll bar)
F9	Select scroll

TALKING TO THE PROGRAM

To communicate with the program, simply type in a sentence describing what you want to do. When it is waiting for a command, a '>' prompt and a cursor are displayed. Once you have typed your command, hit the <RETURN> or <ENTER> key.

EDITING YOUR COMMANDS

Amiga

Left arrow	Move left a character
Right arrow	Move right a character
Up arrow	Move left one word
Down arrow	Move right one word
BACKSPACE	Delete left character
DEL	Delete at cursor
SHIFT-up arrow	Delete left word
SHIFT-down arrow	Delete word at cursor

Amstrad PCW

Left arrow	Move left a character
Right arrow	Move right a character
[+]	Move left one word
[-]	Move right one word
<-DEL	Delete left character
DEL->	Delete right character
ALT <-DEL	Delete word to left
ALT DEL->	Delete word to right
EXCH/FIND	Move to start of line
LINE/EOL	Move to end of line

Atari ST

Left arrow	Move left a character
Right arrow	Move right a character
Up arrow	Move left one word
Down arrow	Move right one word
BACKSPACE	Delete left character
DELETE	Delete right character
CTRL-up arrow	Delete word to the left
CTRL-down arrow right	Delete one word to the right

Commodore 64/128k

Cursor left	Move cursor left
Cursor right	Move cursor right
Cursor up	Move left one word
Cursor down	Move right one word
CLR key	Clear current line
HOME key	Move to start to line
DEL key	Delete left character
INS key	Insert text at the cursor

IBM PC

Left arrow	Move left a character
Right arrow	Move right a character
Up arrow	Move left one word
Down arrow	Move right one word
BACKSPACE	Delete left of character
CTRL-left arrow	Delete left word
CTRL-right arrow	Delete word at cursor
DEL	Delete character at cursor

Macintosh

Normal Mac

Option + s	Left a character
Option + d	Right a character

Option + a	Left one word
Option + f	Right one word
Option + w	Delete left a character
Option + e	Delete right a character
Option + q	Delete left one word
Option + r	Delete right one word

Mac Plus	
Left arrow	Left a character
Right arrow	Right a character
Up arrow	Left one word
Down arrow	Right one word
Shift + left arrow	Delete left a character
Shift + rt. arrow	Delete right a character
Shift + up arrow	Delete left a word
Shift + dn arrow	Delete right a word

Spectrum +3	
Left arrow	Move left a character
Right arrow	Move right a character
Up arrow	Move left one word
Down arrow	Move right one word
DELETE	Delete left character
TRUE VIDEO	Delete one word left
INV VIDEO	Delete one word right
GRAPH	Cycle through text
colours	

Re-editing your last command

If you have made a mistake in your last command, you can recall it onto the screen for editing by using the following keys:

Amiga/Atari ST	ESC
Amstrad PCW	COPY
Macintosh	[\$]
Macintosh Plus	[~]
Spectrum +3	EDIT

USEFUL COMMANDS

MYTH understands all the usual adventure commands, but some specific things to remember are:

When talking to the various characters in the game, use the format ASK <whoever>

er> ABOUT <whatever> or ASK <whoever> FOR <whatever>.
Examine everything; who knows what may be useful!

When there are too many lines to display on the screen at once the message <MORE> appears at the bottom of the screen. Pressing any key will allow the game to continue.

DIRECTIONS

These include the compass directions (N, S, E, W, NE, NW, SE, SW), and IN, OUT, UP, DOWN, EXIT, GO <direction or place> and ENTER <location>.

SAVE

This command enables you to save your current position in the game. You will be prompted for a filename. The program will ask you for the name of your game (eg. SAVED1) and then save it to the default drive. Unless you are using an Atari ST, do not swap the program disk for your saved disk until the program tells you to do so.

LOAD (or RESTORE)

To reload a previously saved game, type 'LOAD'; as with 'SAVE' you will be prompted for a filename.

QUIT

This aborts the current game.

RESTART

This command takes you back to the beginning of the game and resets all the objects and puzzles.

PRINTER (toggle)

You can record your game by use of this command which turns the printer on (and off). Do not despair if you have a slow printer, as the adventure maintains its

own printer buffer (but please ensure that your printer is switched on before using this feature). Note that this command only applies to Amiga, Atari ST, Macintosh, IBM PC and Amstrad PCW machines.

GRAPHICS (toggle)

This enables/disables the graphics. Note that there are no graphics on non-EGA versions of the IBM PC or the Spectrum +3 version. See Commodore 64/128k for details of extended commands.

SPEECH (toggle)

This turns the speech mode of the computer on and off (Amiga only).

VERBOSE, NORMAL, and BRIEF

These commands select how much detail is produced in the room descriptions. VERBOSE lists everything each time you enter a room. NORMAL will only list everything the first time you enter the room, and then on subsequent visits just list the room name and relevant objects. BRIEF will only list the room name and objects.

WAIT (or Z)

Allows time to pass without you doing anything.

If you experience any problems with the loading instructions or commands in your copy of MYTH, don't hesitate to ring us on the *Official Secrets* Adventure Helpline.

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